Alpha Sea
FINISH
FINISH
GO TO 5
GO TO 4
GO TO 3
GO TO 2
GO TO 1
GO TO 5
GO TO 4
GO TO 3
GO TO 2
GO TO 1
1
2
3
4
5
Cyclone Canyon
Magnetic Mountain
START
START
Lost in Space
GAME
1965 SPACE PRODUCTIONS Based on the exciting CBS Television Network series.

LOST IN SPACE – A GAME for 2, 3 or 4 PLAYERS

In this exciting game of luck, players must travel over the wild and hazardous "LOST IN SPACE" unknown planet. The spinner tells them in what direction they must move each turn. They may be forced to move off the path or even into the "MONSTER PIT" which will send them back to start. Anything may happen as players move all over the board trying to travel to and land on their own FINISH circle.

The OBJECT OF THE GAME is for a player to land on his finish circle first.

RULES

1. TO START — each player chooses a colored MARKER. The RED and YELLOW markers start in the "RED-YELLOW" circle at the lower left of the board. The GREEN and BLUE markers start in the "GREEN-BLUE" circle at the lower right of the board. Note: if there are only two players in the game, one must choose a RED marker and the other a GREEN marker so that they both do not start in the same circle.
2. The FINISH circle for a player is the circle of his color located at the top of the board near the "Alpha Sea". For example, a RED player starts in the lower left circle and must finish in the upper right circle.
3. The first player to spin "STRAIGHT AHEAD" starts first. Others take turns, going clockwise.
4. In his turn, a player spins the spinner and MOVES ONE DOT ONLY along a BLACK LINE in the DIRECTION shown in the section where the spinner arrow stops.
5. It is important to KNOW which way all markers are moved. The BOTTOM of the board is where "Lost in Space" is printed; the TOP is where "Alpha Sea" is printed. Diagrams are printed on the Spinner with heavy arrows showing the correct direction to move. The moves are as follows:

   STRAIGHT AHEAD — Move one dot UP in the direction toward the "Alpha Sea".

   RIGHT — Move one dot in the direction toward the "Magnetic Mountain".

   LEFT — Move one dot in the direction toward the "Cyclone Canyon".

   DIAGONAL AHEAD — Move one dot UP TOWARD "Alpha Sea" along a DIAGONAL black line. If there are TWO diagonal lines from the player's marker, he may CHOOSE which diagonal direction to move. If there is only ONE diagonal line, he must move ahead in that direction.

   ANY DIRECTION — Move one dot in any direction along a black line. ONLY with this spin, a player may choose to move BACKWARDS, away from the "Alpha Sea".
6. If a player's marker is on the Red-Yellow START circle and he spins a LEFT where there is no black line, he CANNOT MOVE and his turn is ended. A marker on the Green-Blue starting circle cannot move on spinning a RIGHT.
7. Only one marker at a time may occupy a dot on the board. Any player landing on an opponent's marker sends the opponent back to HIS START.
8. If a player's marker is on a Yellow dot near the "Cyclone Canyon" and he spins a LEFT, — OR if a player's marker occupies a GREEN dot near the "Magnetic Mountain" and he spins a RIGHT, he must immediately move his marker to the directed numbered RED dot at the edge of the "Monster Pit". The correct number RED DOT is shown in the Red BOX to the left of the Yellow dots and to the right of the Green dots.
9. If a player's marker is on a RED dot at the edge of the "Monster Pit" and he spins a direction which would move him into the pit, he moves into the pit and immediately goes back to HIS START. For example, a player on the "RED 3" dot who spins a "STRAIGHT AHEAD" or "DIAGONAL AHEAD" goes into the pit and must go back to start. A player on "RED 2" or "RED 4" who spins a "DIAGONAL AHEAD" goes back to START.
10. If a player's marker is on a WHITE dot at the top of the board near the "Alpha Sea" and he spins a "STRAIGHT AHEAD" or "DIAGONAL AHEAD", he CANNOT MOVE and his turn is ended.
11. If a player's move lands him in the WRONG COLORED FINISH circle, he must go BACK TO START.
12. The first player to land his marker on HIS FINISH CIRCLE IS THE WINNER.

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LOST IN SPACE BOARD GAME

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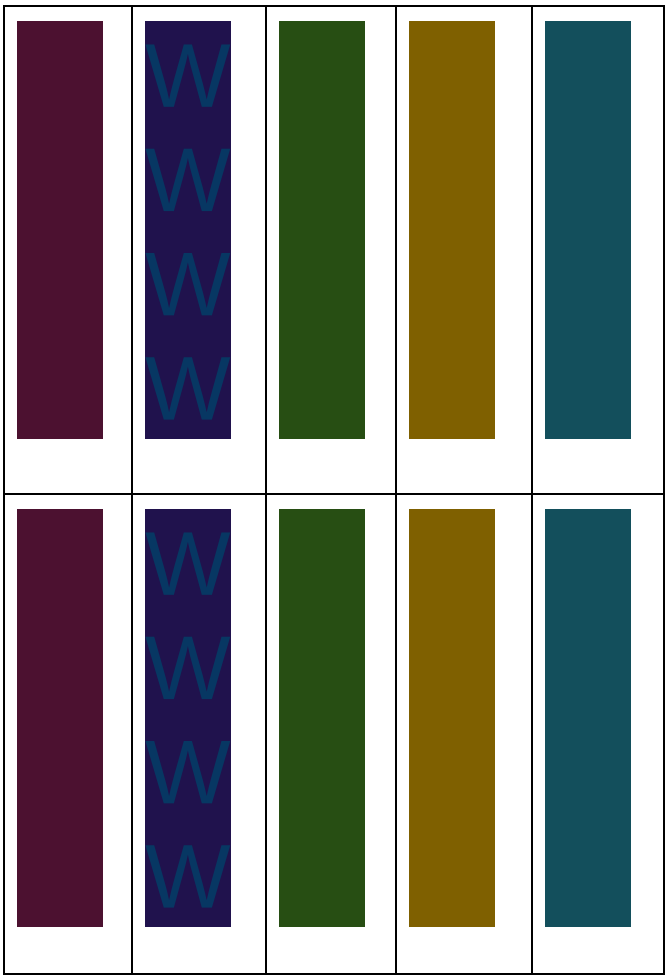
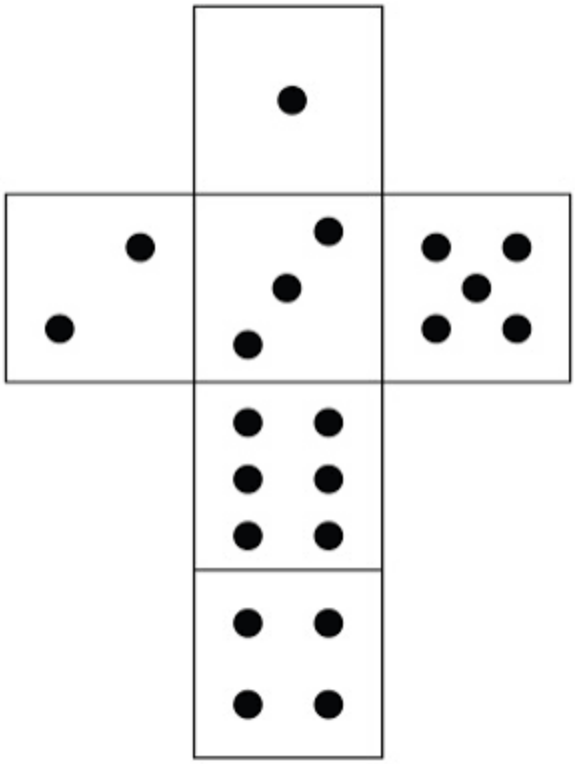


6-Sided Dice



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